

DECIMAL BINGO



Name _____

Teacher _____

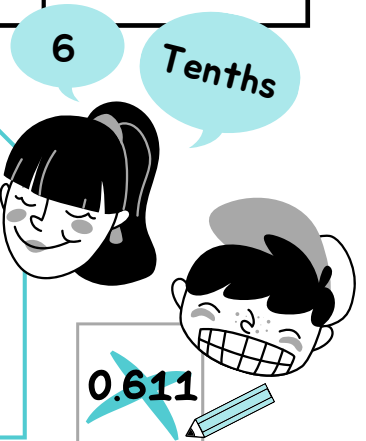
Grade _____

Date _____

HOW TO PLAY

Fill in the bingo card with random decimal numbers up to the thousandths place. **Tip: That's a decimal number with 3 digits to the right of the decimal point.**

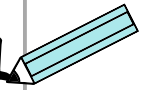
The bingo caller will call out a number and decimal position. **Cross out all your boxes which have that.** First person to complete a line and says "bingo" wins!



BEFORE YOU START

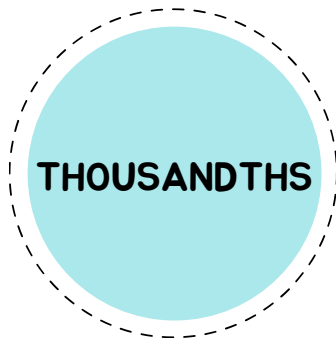
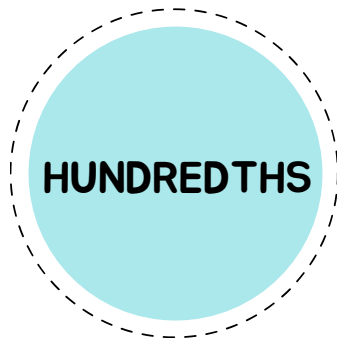
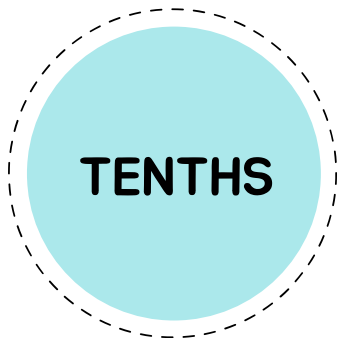
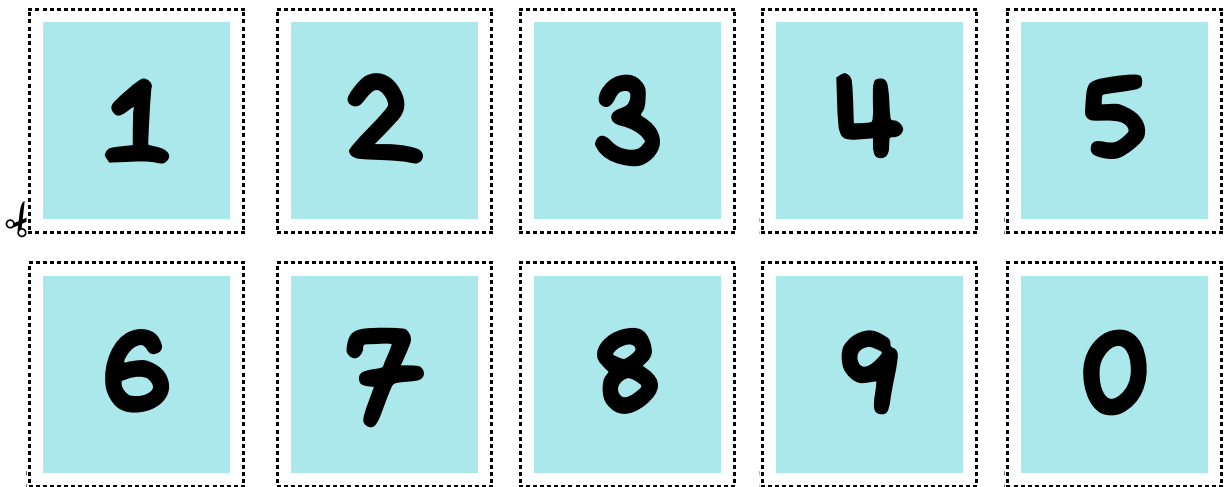
Everyone should fill in their bingo card with random decimal numbers up to the thousandths place.

0.031 0.009 0.611



CUT OUT PIECES

Create the bingo call out pieces by cutting along the dotted lines. Separate the circles and squares into different piles.



HOW TO CALL OUT

To play, pick a facedown square for the actual number.

Then, pair it with a facedown circle, then call it out. This is the decimal place. Return the piece to the circle pile.

If you get a number "6" and the circle "tenths" Say "6 Tenths".

The players will mark off all boxes that fit the call out. For example, "6 Tenths" means you can cross off all boxes that have a 6 in the tenths place.

